

In re Patent Application of  
**WILSON ET AL.**  
Serial No. 10/748,723  
Filed: DECEMBER 30, 2003

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In the Claims:

This listing of claims replaces all prior versions and listings of claims in the application.

Claims 1-23 (Canceled).

24. (Currently amended) A method of messaging between a wireless mobile terminal operating on a wireless carrier network and a networked computer on a landline network, the method comprising:

starting a client on a device selected from the group including ~~consisting of~~ the wireless mobile terminal and the networked computer, the client for communicating messages in a push-to-talk (PTT) mode;

the client sending a login message to a server located outside of the wireless carrier network, the server communicating with the client by way of a packet network;

the server establishing a communication session with the client in response to receiving the login message;

at the device, selecting at least one recipient ~~one or more recipients~~ for a PTT message, the at least one recipient ~~recipients~~ including the other device from the group including ~~consisting of~~ the wireless mobile terminal and the networked computer;

sending the PTT message to the server by way of the packet network using a PTT ~~push-to-talk~~ function provided by the client;

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determining ~~the~~ availability ~~of each~~ of the at least one recipient ~~recipients~~ to currently receive the PTT message;  
and

the server selectively forwarding the PTT message to the at least one recipient ~~recipients~~ that is ~~are~~ available,  
and based on the respective availability of the at least one recipient,

storing the PTT ~~PPT~~ message for later delivery to an unavailable recipient, and ~~recipients, based on the respective availability of each of the recipients~~

the server also forwarding the PTT message to an external email system for delivery to the unavailable recipient.

25. (Currently amended) The method of claim 24, wherein the PTT message is selected from a ~~the~~ group including ~~consisting of~~ a voice message, a text message, and a combination of the foregoing.

26. (Canceled).

27. (Previously Presented) The method of claim 24, further comprising:

the server forwarding the PTT message to an external instant messaging (IM) system.

28. (Previously Presented) The method of claim 24, wherein the PTT message includes streaming voice.

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Claims 29-38 (Canceled).

39. (Currently amended) A computer program product stored on a computer-readable medium for permitting messaging between a wireless mobile terminal operating on a wireless carrier network and a networked computer on a landline packet network, the computer program product comprising:

program code [[means]] for

establishing a communication session with a server for communicating with the wireless mobile terminal and the networked computer by way of a packet network, the communication session involving ~~the~~ transfer of voice and text messages between the wireless mobile terminal and the networked computer;

~~program code means for~~ presenting a user interface for composing a text message;

~~program code means for~~ presenting a user interface for selecting ~~one or more~~ message recipients to receive messages during the communication session, the message recipients including the wireless mobile terminal and the networked computer;

~~program code means for~~ allowing a user to record and send a voice message to the message recipients via the server using a push-to-talk (PTT) mode; and

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~~program code means for~~ allowing the user to  
send the text message to the message recipients via  
the server using instant messaging; ~~and~~

~~program code means for~~ displaying at the  
wireless mobile terminal and the networked computer  
the text message and an indicia of the voice message  
in a single displayed conversation thread; ~~and~~

allowing the user to send the text message to  
unavailable message recipients via an external email  
system.

40. (Currently amended) The computer program  
product of claim 39, wherein the ~~further comprising:~~ program  
code [[means]] is also for sending the voice message as  
streaming voice.

41. (Canceled).

42. (Currently amended) The computer program  
product of claim 39, wherein the ~~further comprising:~~ program  
code [[means]] is also for playing voice messages received  
from the server.

43. (Currently amended) The computer program  
product of claim 39, wherein the ~~further comprising:~~ program  
code [[means]] is also for displaying text messages received  
from the server.

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44. (Currently amended) The computer program product of claim 39, wherein the further comprising program code ~~[[means]]~~ is also for accessing a list of the message recipients stored at the server.

45. (Currently amended) A wireless mobile terminal for operating on a wireless carrier network, the wireless mobile terminal comprising:

- a display screen;
- a memory for storing program code;
- a processor, operatively coupled to the memory and the display screen, for executing the program code;
  - the program code stored in the memory for establishing a communication session with a server capable of forwarding messages to a networked computer located on a wired network by way of a packet network;
  - ~~program code stored in the memory for recording~~ a voice message;
  - ~~program code stored in the memory for accessing~~ a list of potential message recipients stored at the server;
  - ~~program code stored in the memory for~~ displaying the list on the display screen;
  - ~~program code stored in the memory for~~ presenting on the display screen a graphical user interface for selecting at least one ~~one or more~~ message recipient ~~recipients~~ from the list displayed on the display screen, the at least one message

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recipient ~~recipients~~ including the networked  
computer; and

~~program code stored in the memory for~~ sending  
the voice message as streaming voice to the server  
for delivery to the at least one message recipient  
~~recipients~~; and

sending the voice message to unavailable  
message recipients via an external email system.

46. (Currently amended) The wireless mobile  
terminal of claim 45, ~~further comprising~~ wherein the program  
code is also for:

~~program code stored in the memory for~~ presenting a  
user interface for composing a text message; and

~~program code stored in the memory for~~ sending the  
text message to the server for delivery to the at least one  
message recipient ~~recipients~~.

47. (Currently amended) The wireless mobile terminal  
of claim 45, ~~further comprising:~~ wherein the program code is  
also ~~program code stored in the memory~~ for allowing a user to  
send the voice message using a push-to-talk mode.

48. (Currently amended) The wireless mobile terminal  
of claim 45, further comprising [[:]] a speaker; and wherein  
the program code ~~stored in the memory~~ is also for playing  
voice message received from the server on the speaker.

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49. (Currently amended) The wireless mobile terminal of claim 45, ~~further comprising:~~ wherein the program code is also program code stored in the memory for displaying text messages received from the server on the display screen.

50. (Canceled)

51. (Currently amended) A networked device for operating on a wired packet network, the networked device comprising:

a network interface;

a display screen;

a memory for storing program code;

a processor, operatively coupled to the memory, the display screen, and the network interface, for executing the program code; ~~program code stored in the memory for~~

establishing a communication session with a server through the network interface, the server being capable of forwarding messages to a wireless mobile terminal operating on a wireless carrier network;

~~program code stored in the memory for~~ recording a voice message;

~~program code stored in the memory for~~ accessing a list of potential message recipients stored at the server;

~~program code stored in the memory for~~ displaying the list on the display screen;

~~program code stored in the memory for~~

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presenting on the display screen a graphical user interface for selecting at least one ~~one or more~~ message recipient ~~recipients~~ from the list displayed on the display screen, the at least one message ~~recipients~~ recipient including the wireless mobile terminal; and

~~program code stored in the memory for sending the voice message as streaming voice to the server for delivery to the~~ at least one message recipient ~~recipients~~; and

sending the voice message to unavailable message recipients via an external email system.

52. (Currently amended) The networked device of claim 51, ~~further comprising~~ wherein the processor further executes the program code for:

~~program code stored in the memory for~~ presenting a user interface for composing a text message; and

~~program code stored in the memory for sending the text message to the server for delivery to the message recipients.~~

53. (Currently amended) The networked device of claim 51, ~~further comprising:~~ wherein the processor further executes the program code for ~~program code stored in the memory for~~ allowing a user to send the voice message using a push-to-talk mode.



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54. (Currently amended) The networked device of claim 51, further comprising ~~[[:]]~~ a speaker; and wherein the processor further executes the program code for ~~program code stored in the memory for~~ playing voice messages received from the server on the speaker.

55. (Currently amended) The networked device of claim 51, ~~further comprising:~~ wherein the processor further executes the program code for ~~program code stored in the memory for~~ displaying text messages received from the server on the display screen.

56-64. (Canceled)

65. (Currently amended) A system for messaging between a wireless mobile terminal operating on a wireless carrier network and a networked computer on a landline network, the system comprising:

a client software application ~~resident~~ on a device selected from the group including ~~consisting of~~ the wireless mobile terminal and the networked computer, the client software application for communicating messages in a push-to-talk (PTT) mode;

means for sending a login message from the device to a server located outside of the wireless carrier network, the server communicating with the client by way of a packet network;

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means, included in the server, for establishing a communication session with the client in response to receiving the login message;

means, included in the device, for selecting at least one recipient ~~one or more recipients~~ for a PTT message, the at least one recipient ~~recipients~~ including the other device from the group including ~~consisting of~~ the wireless mobile terminal and the networked computer;

means for sending the PTT message from the device to the server by way of the packet network using a PTT ~~push-to-talk~~ function provided by the client;

means for determining ~~the~~ availability of each of the at least one recipient ~~recipients~~ to currently receive the PTT message; and

means, included in the server, for selectively forwarding the PTT message to the at least one recipient ~~recipients~~ that is ~~are~~ available, and based on the respective availability of the at least one recipient,

storing the PTT ~~PPT~~ message for later delivery to an ~~an~~ unavailable recipient, and ~~recipients,~~ ~~based on the respective availability of each of the recipients~~

forwarding the PTT message to an external email system for delivery to the unavailable recipient.

66. (Currently amended) The method of claim 24 ~~claim 26~~, further comprising:

storing, at the server, a user ID and user password useable for logging into the external email system, the user

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ID and the user password allowing access to an external email service account of a PTT message sender sending the PTT ~~PPT~~ message from the client;

determining that an intended recipient of the PTT message is an email client of the external email system;

the server ~~automatically~~ logging into the external email system as a proxy on behalf of the PTT message sender using the PTT message sender's stored user ID and user password; and

forwarding the PTT message to the email client using the PTT message sender's external email service account.

67. (Currently amended) The method of claim 27, further comprising:

storing, at the server, a user ID and user password useable for logging into the external instant messaging (IM) ~~IM~~ system, the user ID and user password allowing access to an external IM service account of a PTT message sender sending the PTT ~~PPT~~ message from the client;

determining whether an intended recipient of the PTT message is an IM client of the external IM system;

the server automatically logging into the external IM system as a proxy on behalf of the PTT message sender using the PTT message sender's stored user ID and user password; and

forwarding the PTT message to the IM Client using the PTT message sender's external IM service account.

68. (Previously Presented) The method of claim 67, further comprising:

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transcoding the PTT message into a digitized voice message formatted for playback using a predetermined web browser multimedia plugin;

storing the digitized voice message in a voice message database;

assigning a universal resource locator (URL) to the stored digitized voice message;

imbedding the URL in a text message; and

sending the text message imbedding the URL to the IM client.

69. (Currently amended) The method of claim 24, further comprising [[:]] the client periodically sending a keep-alive message to the server for maintaining as active the communication session between the server and the client.